Hari karan G

UX UI Designer & Web Developer

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Portfolio website   Linkedin   GitHub

ABOUT MY SELF

I'm a passionate UI/UX Designer and Web Developer aiming to create impactful digital solutions that blend functionality with seamless user experiences. I thrive in dynamic, collaborative environments and am always ready to adapt, learn, and contribute across multiple domains be it design, development, or product thinking to help drive innovation and team success.

SKILLS

UX / UI Designer
Skilled in Figma, UI/UX design, wireframing, prototyping, responsive design, and basic HTML/CSS/JS.

Frontend Developer
HTML, CSS, bootstrap, JavaScript, Responsive Design, Firebase, Git & GitHub

Others
Creative Thinking, Communication, Teamwork, Time Management, Notion, Trello, Quick Learning, Client Handling

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EDUCATION QUALIFICATION

AVS college of art science
Bsc Bio-technoloy
2020 - 2023

Boyes school, kallakuruchi
HSC
2018 - 2019

LANGUAGES KNOWN

தமிழ் Read / speak / write
English Read / speak / write

HOBBIES

Physical activities

Trying new thing

Learning new tech thing and implementation

CERTIFICATE

Bsc bio technology
issued by periyar university

Design & dev Intern
Issued by migri technologies

PROFESSIONAL EXPERIENCE

Web Development Trainee   09.05.2023 - 23.11.2024

Completed 6 months of focused learning in web development, including HTML, CSS, Bootstrap, JavaScript, typescript and frameworks like Angular.

Participated in hands-on workshops and gained practical coding experience

Built and deployed projects

Responsive e-commerce Bicycle website for bicycles with product listings, filters, and clean UI. Built using HTML, CSS, JS, and Firebase.
Workshop booking website for bicycles with product listings, filters, and clean UI. Built using HTML, CSS, JS, and Firebase.

UI/UX Design Intern   15.12.2023 - 15.06.2024

Completed 6 months of focused learning in web development, including HTML, CSS, Bootstrap, JavaScript, typescript and frameworks like Angular.

Conducted user research, created personas, and developed wireframes and prototypes to enhance user experiences.

Designed interfaces for [specific projects, e.g., a mobile app or web platform], focusing on usability and visual appeal

Used design tools like [Figma/Adobe XD/Sketch] to create high-fidelity mockups and interactive prototypes.

Participated in project reviews and improved designs based on feedback from users and stakeholders.

UI/UX Design   16.06.2024 - 15.01.Present

Leading the design process for web and mobile applications, focusing on user-centered design principles.

Conducting user research, usability testing, and competitor analysis to improve product experiences.

Designing wireframes, prototypes, and high-fidelity mockups using tools like [Figma/Adobe XD/Sketch].

Collaborating with developers and product teams to implement designs effectively and ensure a seamless user experience.

Improved product usability and visual design, resulting in [specific outcome, e.g., a 20% increase in user retention].

Available designs

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